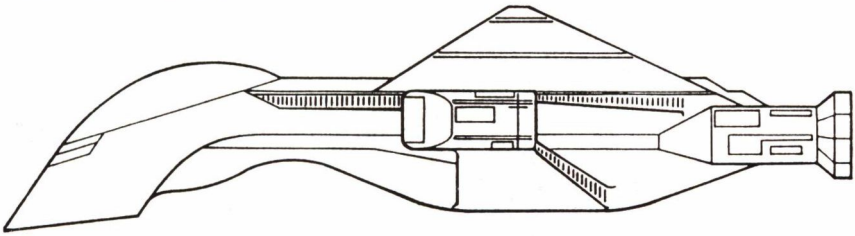
STAR FLEET II™
Krellan Commander™

COMMAND REFERENCE CARD



for the IBM® PC & Compatibles

from

interstel® corporation

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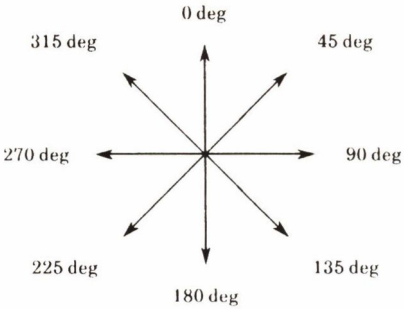
KRELLAN EMPIRE (GREEN)	UNITED GALACTIC ALLIANCE (RED)
♦ Battlecruiser	U Generic Ship
Ω Destroyer	¥ Heavy Cruiser
θ Troop Transport	Y Light Cruiser
Q Supply Ship	w Destroyer
æ Starfort	v Frigate
⊕ Probe	▼ Scout
• Torpedo	ü Freighter
	♥ Starliner
	# Starbase
	ø 5th Fleet Hq
	• Torpedo or Mine

* star system: unexplored	ô star system: 3+ planets
o star system: 0 planets	
ȯ star system: 1 planet	@ black hole
ö star system: 2 planets	⁞ ion storm

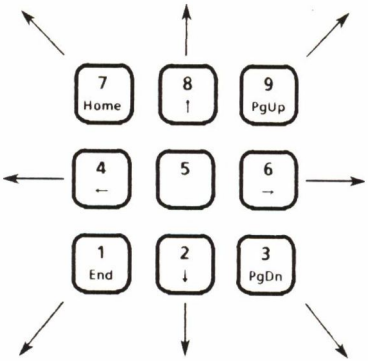
· Space Ship	
* Star	
o Planet	
æ Krellan Starfort	
# Alliance Starbase	
ø Alliance 5th Fleet Hq	

DISPLAY SYMBOLS

SYSTEM MAP SYMBOLS



NAVIGATION HEADINGS



DIRECTION KEYS

FUNCTION KEY COMMANDS

KEYSTROKE	DESCRIPTION
[F1][A] or **[F2]**[B]	Increase hyperspace speed by C-Factor 1
[F2][A] or **[F4]**[B]	Increase sublight speed by C-Factor 0.1
[F3][A] or **[F1]**[B]	Decrease hyperspace speed by C-Factor 1
[F4][A] or **[F3]**[B]	Decrease sublight speed by C-Factor 0.1
[F5]	Decrease navigation heading by 1 degree
[F6]	Increase navigation heading by 1 degree
[F7]	Lower shield power by 5 percent
[F8]	Raise shield power by 5 percent
[F9]	Start engines
[F10]	Emergency stop all engines
[Shift][F1][A] or **[Shift][F2]**[B]	Set maximum hyperspace speed
[Shift][F2][A] or **[Shift][F4]**[B]	Set maximum sublight speed
[Shift][F3][A] or **[Shift][F1]**[B]	Decrease hyperspace speed to 0
[Shift][F4][A] or **[Shift][F3]**[B]	Decrease sublight speed to 0
[Shift][F5]	Decrease navigation heading by 15 degrees
[Shift][F6]	Increase navigation heading by 15 degrees
[Shift][F7]	Lower shields to zero power
[Shift][F8]	Raise shields to maximum power
[Shift][F9]	Fire phasers
[Shift][F10]	Fire torpedoes

NOTES: [A] Keyboard Set A (Vertical function key orientation; default)
[B] Keyboard Set B (Horizontal function key orientation)

KEYBOARD COMMANDS

KEYSTROKE	DESCRIPTION
[<]	Move command cursor left
[>]	Move command cursor right
[Esc]	Cancel current command, or Move one step back in command structure
[ENTER]	Execute the selected command
[Alt][A]	Auto Shields Switch toggle
[Alt][B]	Start/Stop planetary bombardment
[Alt][C]	Combat Message Filter (CMF) toggle
[Alt][D]	Ship/Target Data Display toggle
[Alt][E]	Electronic Counter Measures (ECM) toggle
[Alt][F]	Freeze simulation toggle
[Alt][G]	Display map grid toggle
[Alt][L]	Locate specified star system
[Alt][M]	Go to main command menu on Main Display
[Alt][N]	Display Navigational Star Map
[Alt][O]	Orbital/Tactical Display toggle
[Alt][R]	Crew Rest State toggle
[Alt][S]	Display System Map
[Alt][T]	Target Designator Box toggle
[Alt][V]	Evasive maneuvers toggle
[Alt][W]	Display War Map
[Ctrl][H]	Display Controls Box
[Tab]	Activate right sideslip
[Shift][Tab]	Activate left sideslip
[↑],[↓],[←],[→]	Cursor arrow keys

STAR CLASSES

CLASS	MAP COLOR	EXAMPLE
O	White	Hottest star (young)
B	Yellow/Brown	Hot supergiant
A	Red	Dwarf star
F	Green	Middle-aged
G	Cyan/Light Blue	Like Earth's sun, Sol
K	Magenta/Purple	Cool giant
M	Blue	Cool supergiant or dwarf

PLANET CLASSES

CLASS	DESCRIPTION
A	Krella-size, Aquatic
B	Krella-size, Barren with atmosphere
D	Krella-size, Desert
F	Frozen, airless
G	Gaseous giant
K	Krella-like
P	Krella-size, Poisonous atmosphere

PLANET TERRAIN COLORS

TERRAIN TYPE	PLANET CLASS	16-COLOR	4-COLOR
Water	K, A D	Blue Light Blue	Blue Blue
Lowlands	K, A D P, B, F	Green Sand Yellow or Red	Green Green Green
Hill Country	K, A, D P, B, F	Brown Grey	Yellow/brown Yellow/brown
Mountains or High Plateau	K, A, D P, B, F	White Brown	Red Red

PLANET TECHNOLOGY LEVELS

LEVEL	DESCRIPTION
0	Little or no intelligence
1	Primitive: nomadic hunters
2	Primitive: agricultural society
3	Medieval: pre-industrial society
4	Medium: early industrial civilization
5	Medium: early nuclear civilization
6	Advanced: planetary travel
7	Advanced: Krellan-level or higher

INVASION CONTROL KEY COMMANDS

KEYSTROKE	DESCRIPTION
[F1] – [F8]	View invasion zone 1 – 8
[F9]	Return to Invasion Control
[F10]	Toggle between Invasion Control and current invasion zone
[Esc]	Back out of current menu, or return to Orbital Control
[<] and [>]	Change selected menu item (wraparound)
[ENTER]	Execute selected menu item
Direction Arrows	Move cursor one space in Invasion Zone Display, or Change selected zone in Invasion Control Display
[Shift] + Arrows	Move cursor five spaces in Invasion Zone Display
[Ctrl] + [←], [→]	Review messages in message buffer
[Alt][F]	Freeze simulation toggle
[Alt][W]	Bombardment weapons toggle

PLANETARY INVASION UNIT SYMBOLS

UNIT NAME	SYMBOL	UNIT NAME	SYMBOL
Krellan Shock Troop		Planetary Fort	
Krellan Warrior		Shield Generator	
UGA Regular Forces		Surface-to-Air Laser	
Planetary Troops		Planetary Defense Phaser	

UNIT COLORS

EGA:
Krellan - White (K & A planets), Green (D & P planets)
UGA - Red

CGA:
Krellan - Magenta/Red
UGA - White

Monochrome:
Krellan - Grey
UGA - White